



HOW TO PLAY "ZOAR"

- -The year is 2020 AD
- -"ZOAR" is one of the last survivors of Federation defenses. HE is the best pilot in the swiftist and most deadly aircraft in a future world.
- -"ZOAR" is flying an aircraft that will give you 3-dinensional play. The joy stick moves the craft from left to right and raises or lowers altitude.
- -The LOWER ZOAR flies the faster he attacks.
- -The fire button will shoot rockets at the Dynasty airships. They, too, are changing altitude.
- -The bomb button will destroy Dynasty vessels and ground installations.
- -TOUCH landing strip for extra points!
- -USE accelerate button for additional speed.

Large Red Airship--500 points

Small Airship --300 points

PT Boats -- 80 points

Submarine --100 points

Destroyer --100 points

Aircraft Carrier --500 points

Control Tower -- 50 points
Missile Launcher -- 80 points
Fuel Dump --150 points
Missile Silo --300 points

I. POWER SUPPLY

+5V 5A

+12V 1A (INCLUSIVE OF AUDIO AMP.)

II. CRT MONITOR

1) COLOR SIGNAL R.G.B. SEPARATION
BALCK 0 - +2V

IMAGE SIGNAL +2.5V - +4V

2) SYNCHRONIZE SIGNAL COMPOSITE

 $0 \dots 0.5V$

1 +3V - +5V

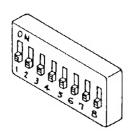
3) SCREEN IMAGE SIZE

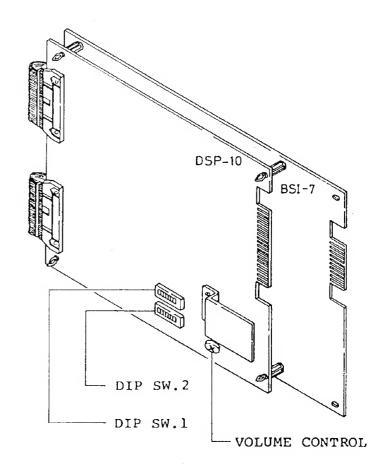
IMAGE CAN BE SHRUNK BOTH HORIZONTALLY & VERTICALLY BY 10%. ADJUST MONITOR TO WIDEN THE SCREEN IMAGE.

III VOLUME CONTROL

INCREASE



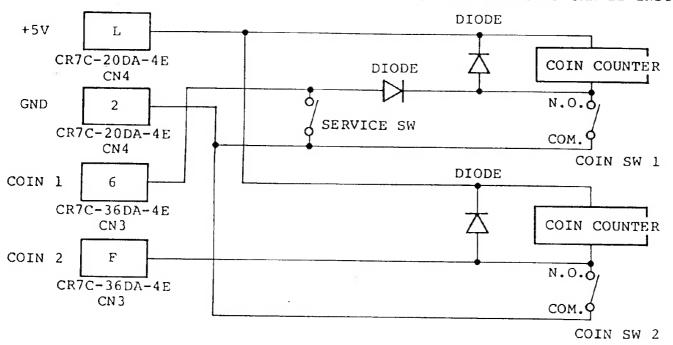




IV. EXAMPLE OF STANDARD CONNECTION

Terminal Nos.

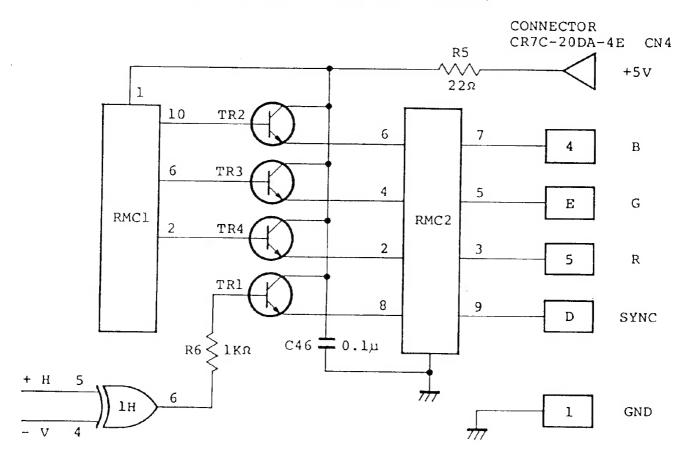
1) TWO(2) COIN SWITCHES CAN BE INSTALLED.

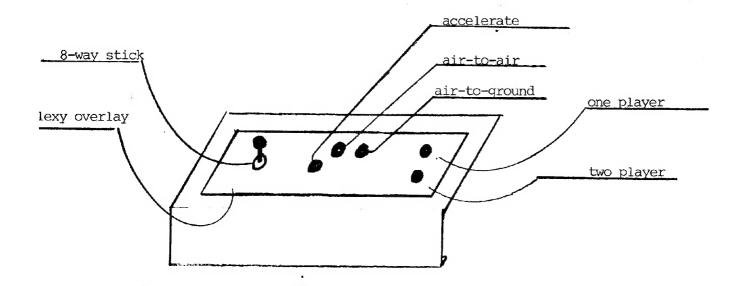


2) MONITOR CONNECTION

MONITOR IN-PUT COMPOSITE SIGNALS-HORIZ/VERT ON +5V CIRCUIT CAN BE CONNECTED.

CIRCUIT DIAGRAM OF EACH SIGNAL SHOWN BELOW.





* be certain that dip switch settings are correctly resitioned since there is an unused option to eliminate the accelerate button and separate air-to-air /air-to-ground buttons.

8 way stick							
LEVER	PLAYERS CRAFT						
left	left						
right	right						
up	low						
down	high						

- * FOR COCKTAIL TABLE: up/down movement is reversed when #7 key on dip switch #1 is turned off.
- * Accelerate button allows swifter left/right and high/low movement.
- * air-to-air button shoots opposing airplanes
- * air-to-ground button bombs ships & ground targets.



DIP SWITCH SETTINGS

	DIP SWITCH I						DIP SWITCH II					
1	COIN	1	OFF		ON		CCREDITE					
_	1	OFF	ON	OFF	ON		3		5	A	IRCRAFT	
2	2	OFF	OFF	ON	ON	10.1111.4	*		£ 1			
	Coin	1	1	1	2		BONUS POINTS					
	Credit	1	2	3	1	2	2	OFF	ON	OFF	ON	
							3	OFF	OFF	ON	ON	
3	COIN	SELEX	CTOR	2		3			10000			
3	3	OFF	ON	OFF	ON			PTS	PTS	PTS	PTS	
4	4	OFF	OFF	ON	ON		,					
	Coin	1	1	1	2			OFF		ON		
;	Credit	1	2	3	1	4		EASY DIFFICULT				
5	OFF	DON'T CHANGE				5				ON		
	OFF	DON'T CHANGE			• i			P	ANEL B			
6	OFF	DON'T CHANGE				6		OFF	DON'T CHANGE			
7	OFF	ON CONTROL			7		OPP		oulm c	uance.		
	TABLE	UPRIGHT PANEL			OFF DON'T CHANGE							
8	OFF	O	N	sc	REEN	8		OFF	D	ON'T C	HANGE	
- 1	TABLE	UPRIGHT				1						

POWER SUPPLY TO CONTROL PANEL To SPEAKER To Com Door MONITOR 40 4/2V 121 1RVR START 2 PART START ACCELERATE GODLIND HON RED HUN GKEEN HON BLUE **国 +** NEG. COMP. SYNC SPEAKER SPEAKER Down RIBHT BOMB Lerr COM 1 33933333 WHT/BLK/BRN WHT/BLK/BKNI VIOLET WHT/BUK/BRN WHT/BLK/BRN WHT/BLK/BEN WHT/RED WHT/BKN " WHT /ORG W#F/461 -WHT/BUI ORANGE -WHT/BLK - 011/14m WHT/RED WHT/KED WHT/ 6x4 68Ar GERY BRN 8E0 5RN BLU 18 PIN 2,8 18,V 1,A 872224 8 2 1 2 2 4 8 Bec 34400 12 10 PIN

TAGO ELECTRONICS ZOAR HARNESS

T. DELGADO

@ 1982 DATA EAST USA, INC

CORRESPONDING PINS FOR CONTROL PANEL Z SOLDER SIDE OF PCB.

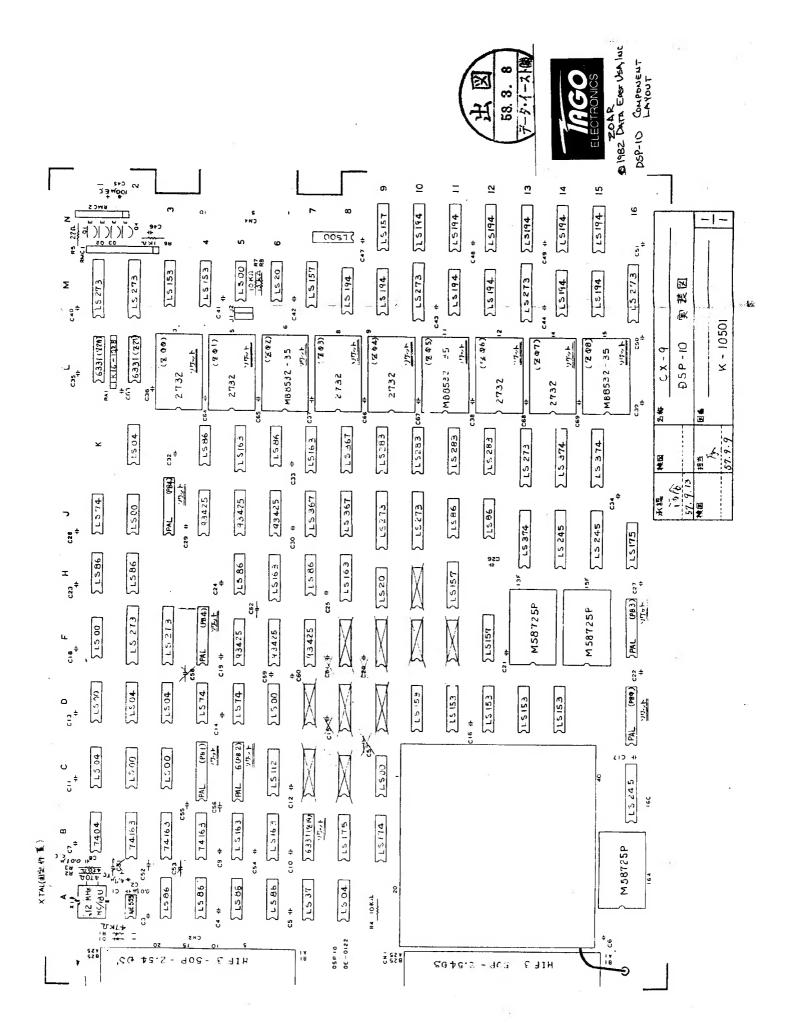
LETTERS SIDE OF CARD EDGE CONNECTIONS

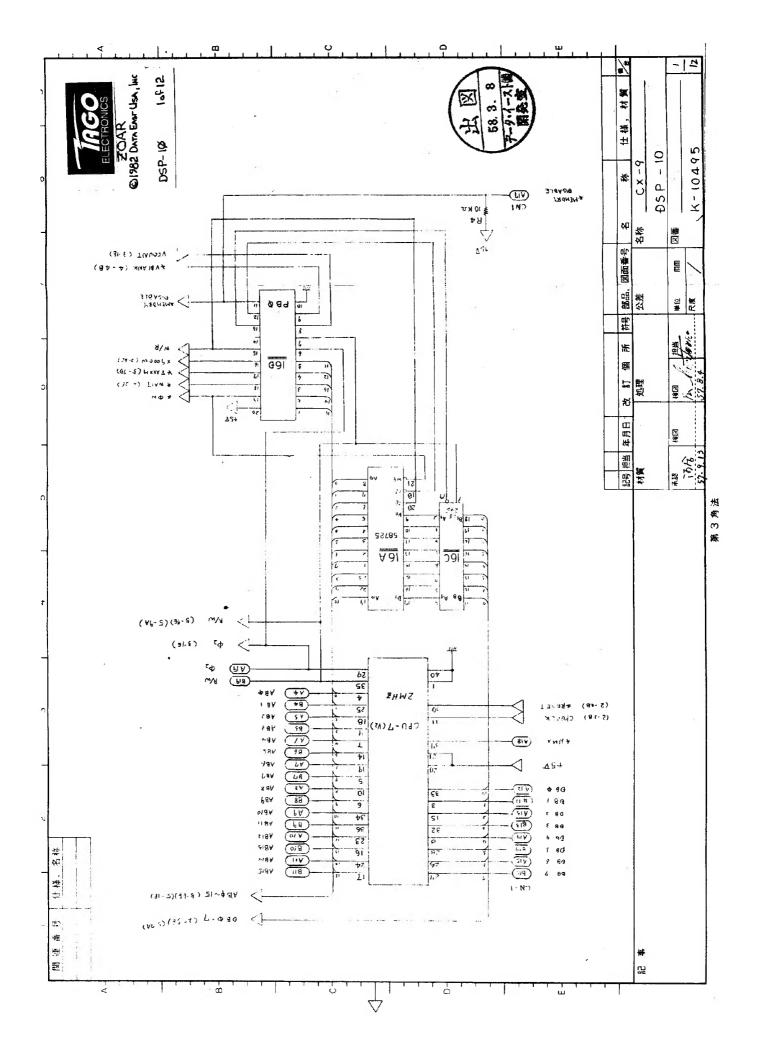
Go To

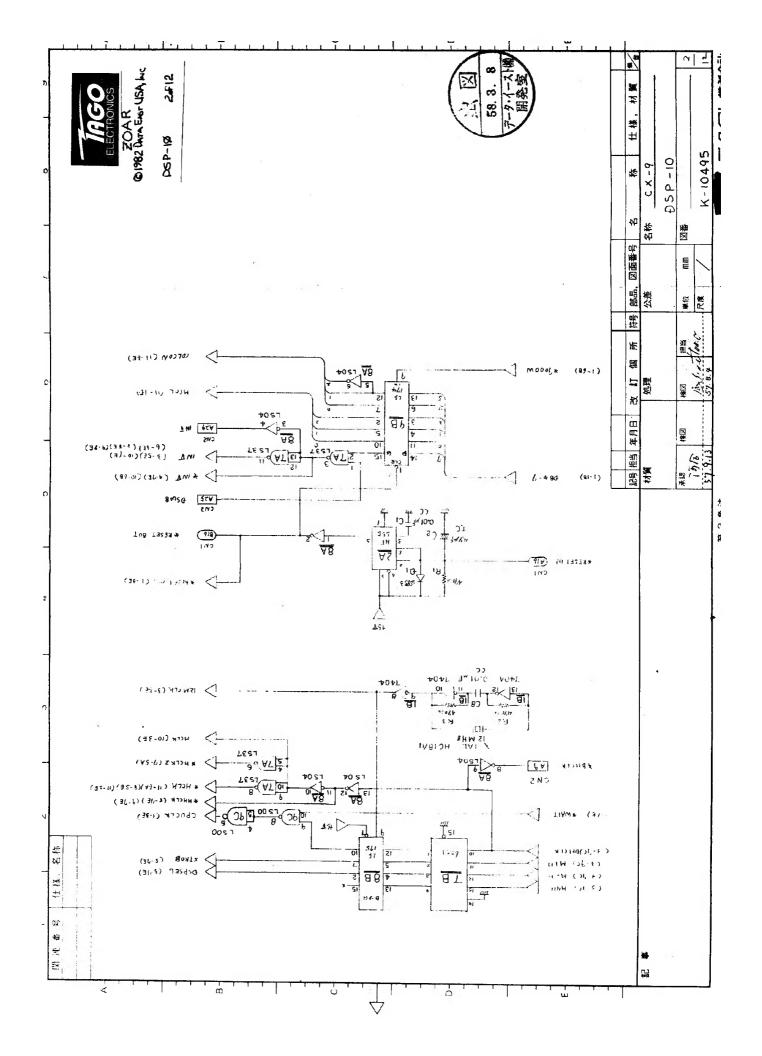
ON COCKTAIL CABINET ARE IN () PARENTHESIS

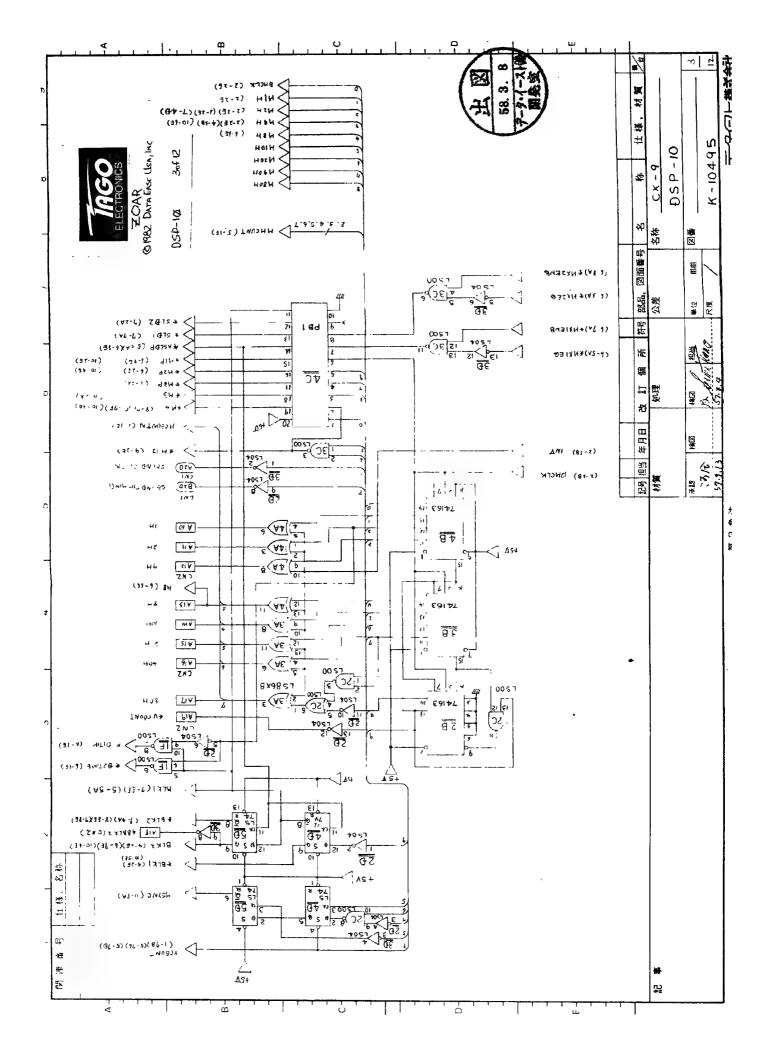
NOTE: NUMBERS SIDE OF CARD EDGE CONNECTORS GO TO COMPONENT SIDE OF PCB,

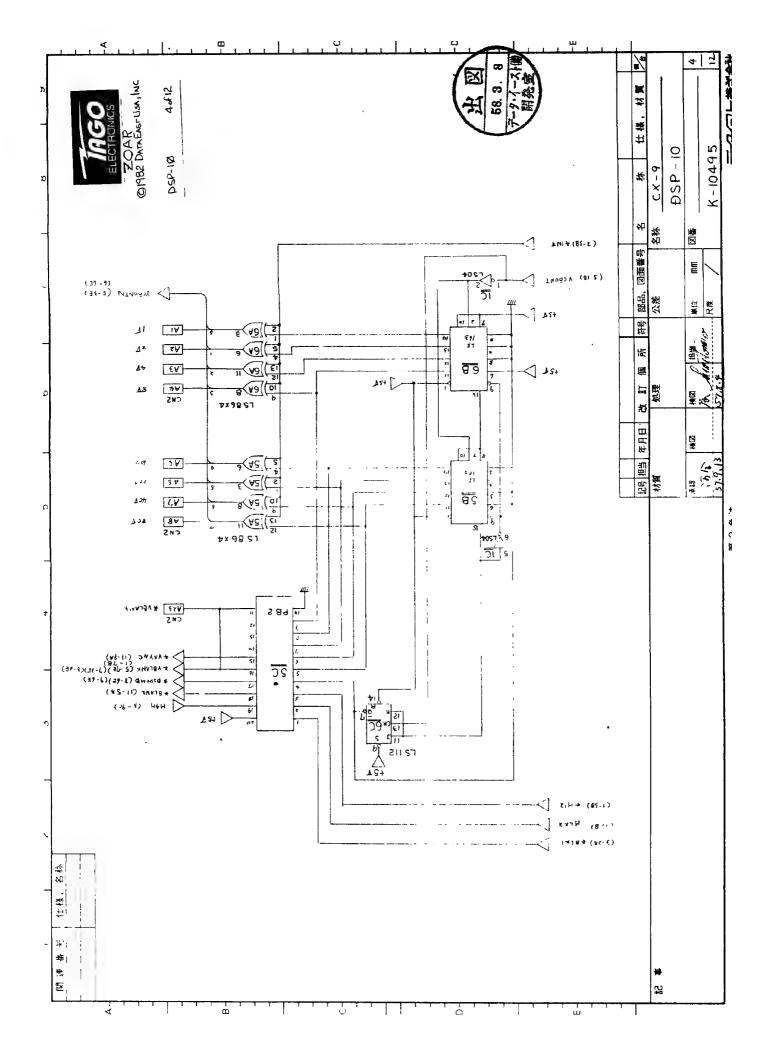
IN 40001 OR GQUIVALENT

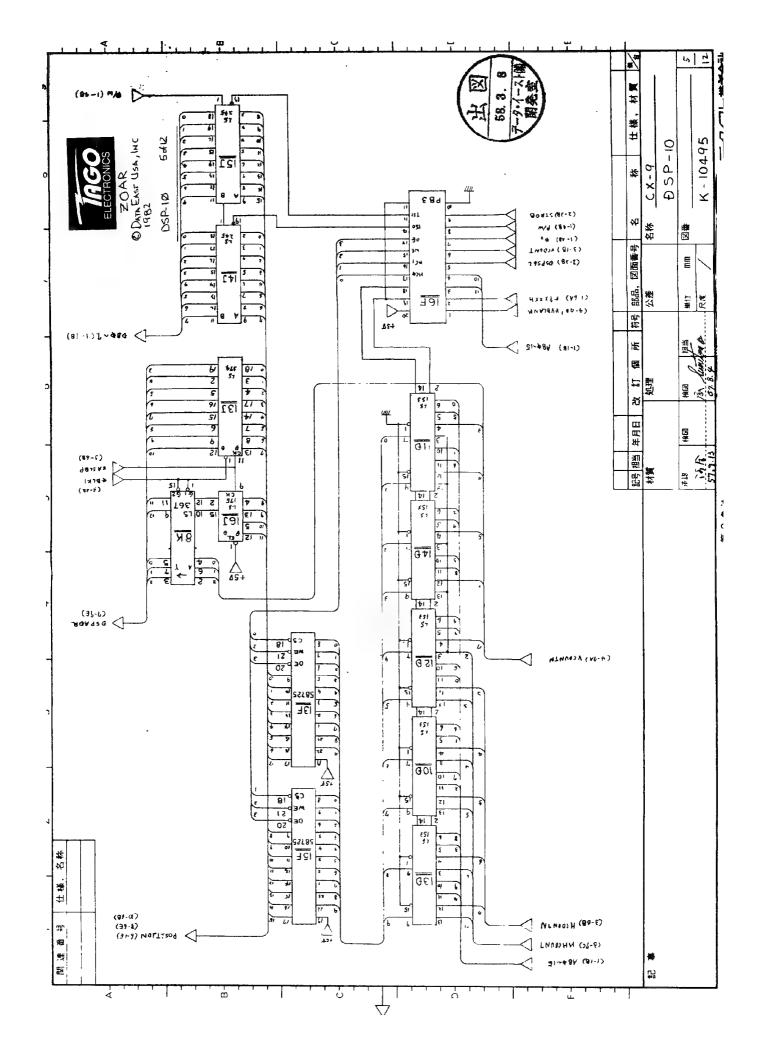


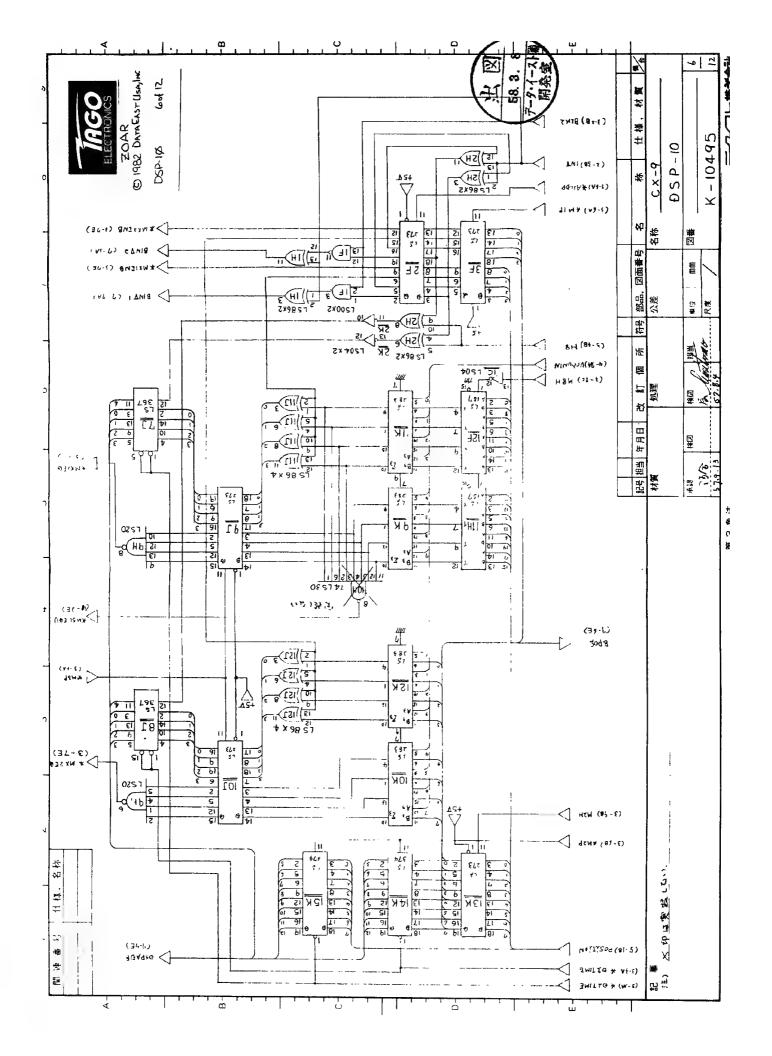


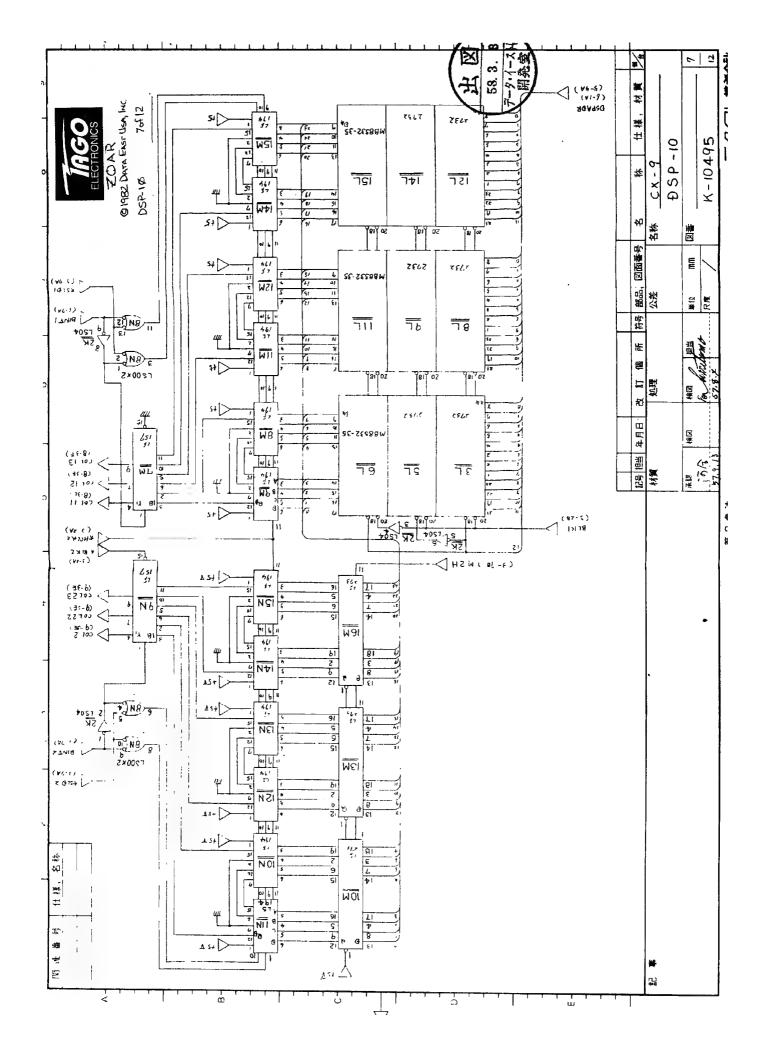


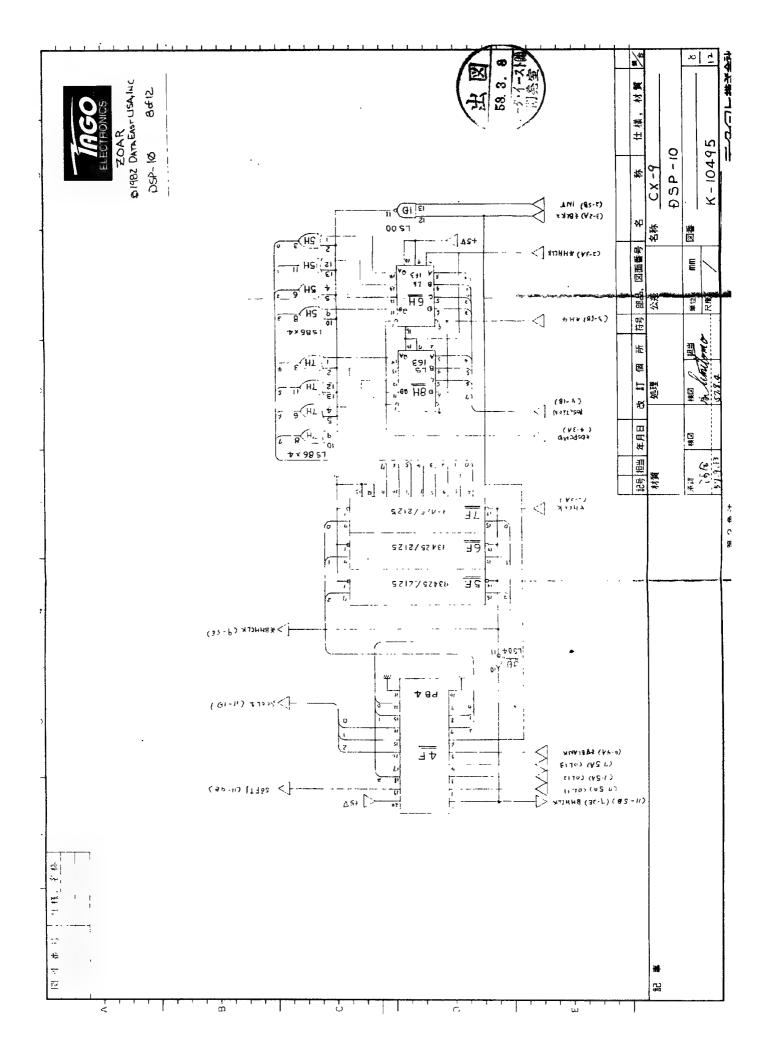


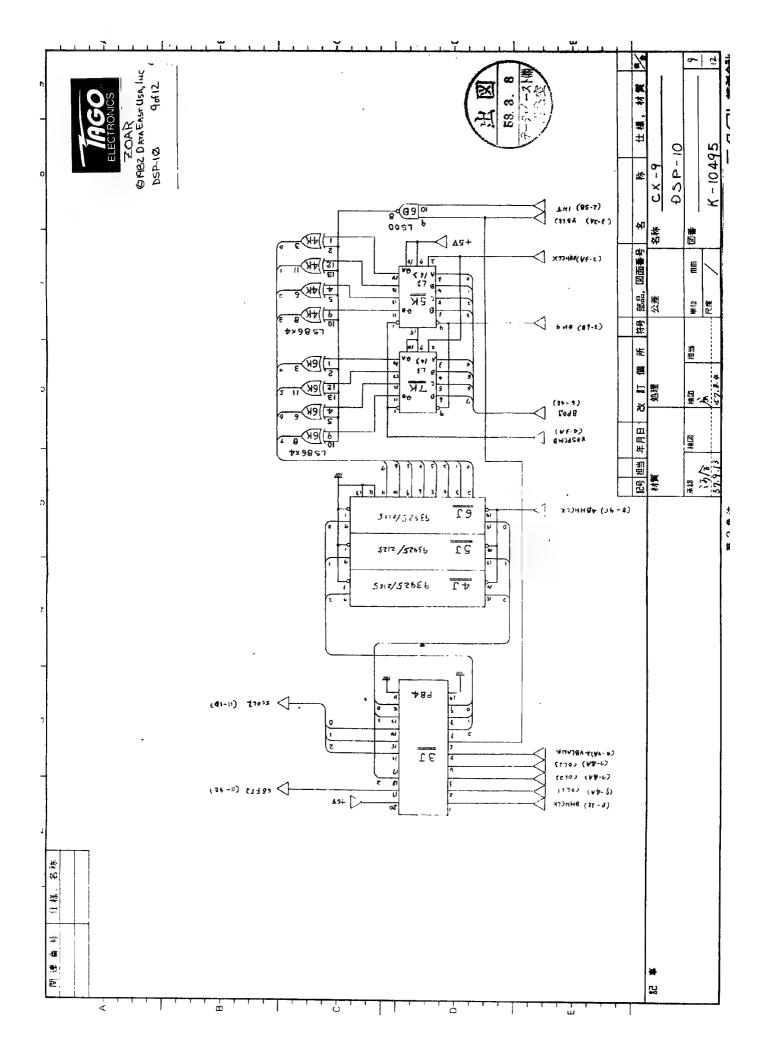


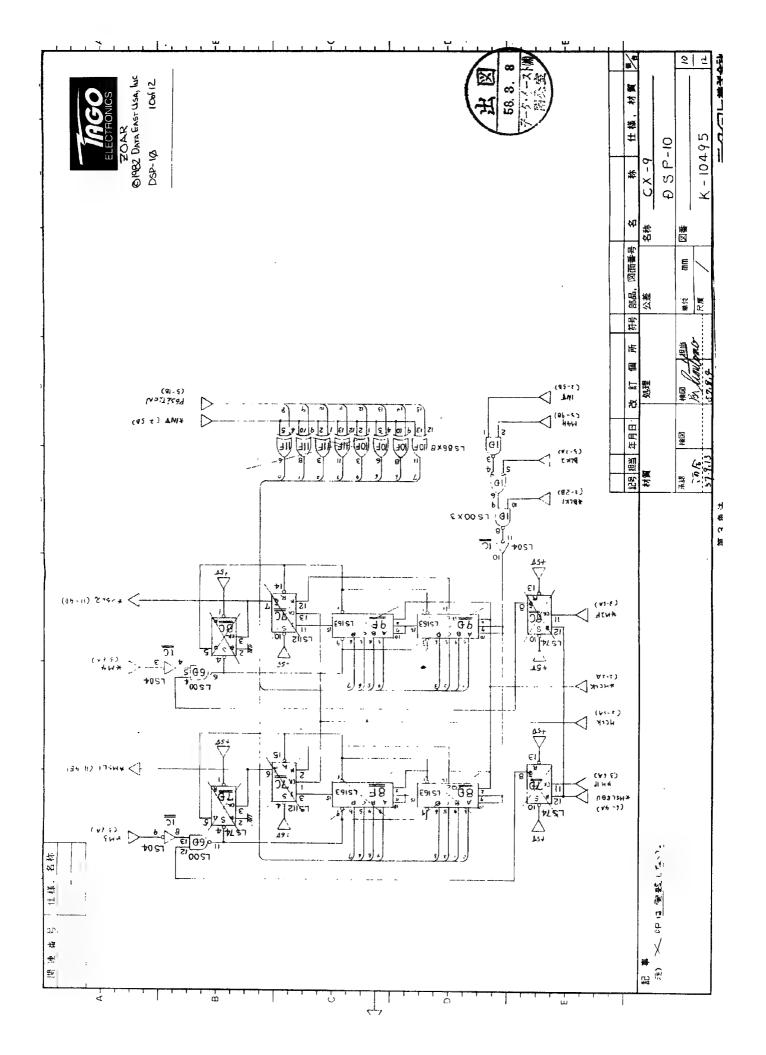


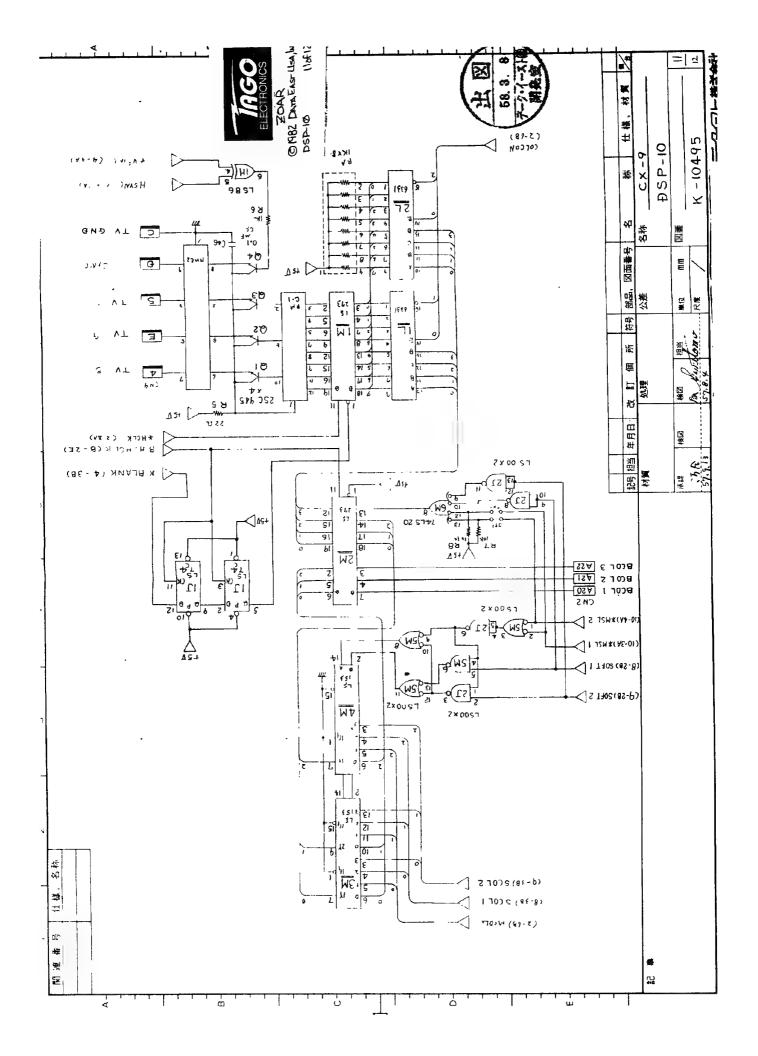


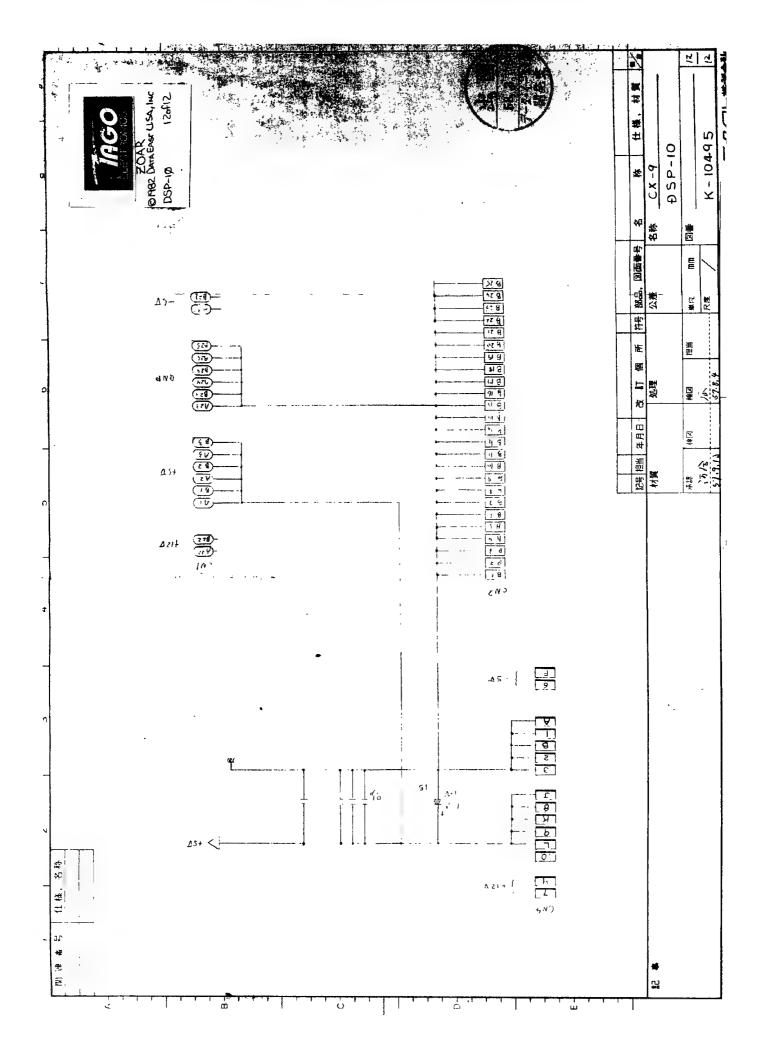


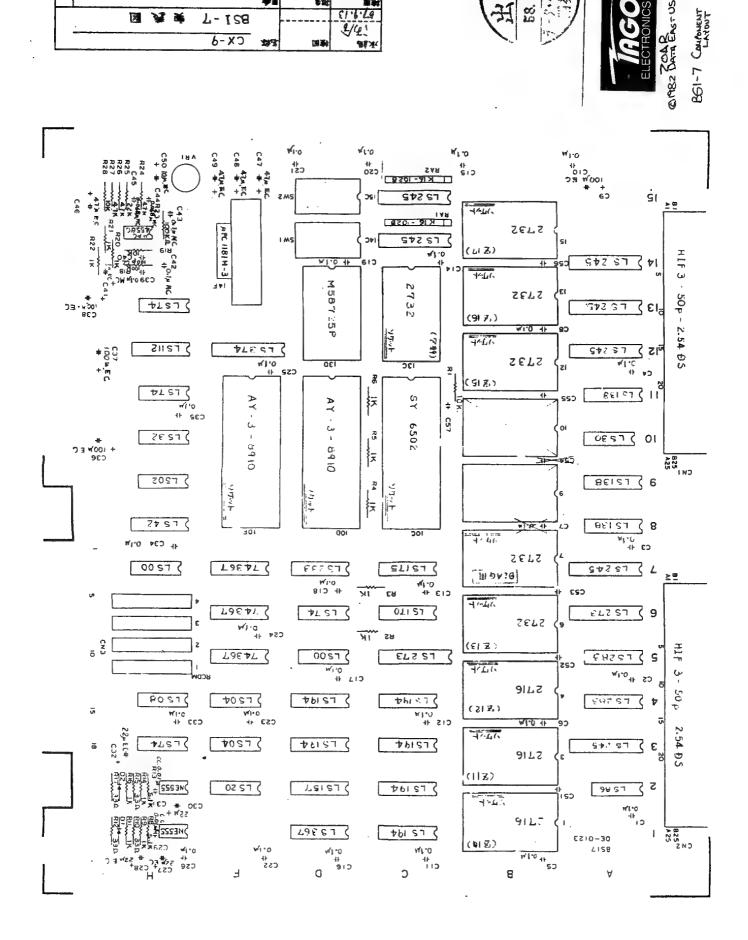












K-10205

